

AMENDMENTS TO THE SPECIFICATION:

Please replace paragraph [00013] with the following amended paragraph:

[00013] FIG. 5 illustrates the steps for making the continuity adjustment of the present invention. First, a pixel with normal data (N_x , N_y , N_z) in a 2x2 screen grid, with pixels p_0 , p_1 , p_2 , and p_3 , is selected, in step 200. Next, in step 202, the normal data of the pixel is computed and, in step 204, mapped into the tuple (U , V , Major, *fid*), after which, in step 206, u and v are normalized to the range of $[0, 1]$. At this point, if mip-mapping is used in the texturing, as determined in step 208, a table is accessed using the face ids to obtain a continuity adjustment code in step 210. Parameters for adjusting the u and v axes are then computed, in step 214, and the adjusted derivatives are then computed using the computed parameters, in step 218. [the deltas for du/dx and dv/dx are computed based on the continuity adjustments of the present invention, after which]]. Finally, the LOD for the mipmap is determined and used for the texture mapping.

Please replace paragraph [00019] with the following amended paragraph:

[00019] The table is shown in FIG. 6. The bit definitions of the table entries are set forth below the table. Bit 0 indicates swapping of U and V , bits 2:1 are coded for indicating no flip, flip U , flip both, or flip V , bits 3 is the need add bit, bit 4 $[[is]]$ indicates u or v , and bit 5 indicates add or subtract.